City of Santa Clarita

Recreation & Community Services Department

Basketball Rules and Regulations

The following rules shall govern all basketball teams and leagues playing under the jurisdiction of the City of Santa Clarita.

I. RULES OF PLAY

Adult teams playing competitive basketball will use rules of play as adopted by the National Federation of Basketball, with certain exceptions noted herein, insofar as such rules do not violate policies and regulations of the City of Santa Clarita Parks, Recreation, and Community Services Department. Nothing contained herein shall prohibit or limit the City of Santa Clarita from interpreting and ruling on all conditions and regulations set forth for league play. The City of Santa Clarita has the right to rule on all matters not specifically covered in these rules and regulations.

II. OFFICIALS

A. It shall be the duty of the official to administer decisions of the game in accordance with the National Federation of Basketball Rules of play, and those adopted herein by the City of Santa Clarita.

B. All games are under the control and the direction of the officials, and only team captains may discuss decisions with the officials during the game. Violators will be removed from the game.

C. The officials are the representatives of the league by which they have been assigned to a particular game, and such are authorized and required to enforce each section of these rules. They shall have power to require a player, coach, or manager to perform any act which in their judgment is necessary to give force and effect to one or all of these rules and to assess penalties herein prescribed.

D. Officials will be paid $40 cash per game per team.

E. **FORFEITS: The team forfeiting is responsible for paying both of the referees ($80 cash). The forfeit fee needs to be paid before the next game. Failure to do so will result in a forfeit of all your next scheduled games until the forfeit has been paid in full.**

III. TEAM STANDING AND AWARDS

All league games shall be played strictly on the win-loss record for the full league schedule. If teams are tied at the end of the season for first or second place, the following procedure will be used to determine the final league standings.

1. Head-to-Head competition between the teams involved.
2. Point differential (+ -) in games between the teams involved in the tie.
3. Point differential (+ -) for all games in the season.

- **Awards are given out to the League Champion.** League Champion – one team and ten individual awards will be received.

IV. GAME TIME LIMITS

A. Playing time shall be two halves of 20 minutes each with 3-minute intermission between halves.

B. **Games will begin at the scheduled game time. The clock will begin running at game time regardless of how many players have shown up for the game. The clock cannot be stopped by a time-out if you do not have enough players to start the game. Once you have enough players to play the game, the game will be started and you will not get any of the time back.**

C. A team must have at least four players to start the game. **At game time, there will be a 10-minute running clock grace period. If a team does not have the fourth player by the end of the grace period, then a forfeit win will be awarded to the opponent.**

D. The clock will be a running clock for the entire game with the following exceptions:
   a. Time out requested by a team.
   b. Time out requested by an official.
   c. The last 30 seconds of the FIRST half will use a regulation stopped clock if the teams are within 9 points of each other.
   d. The last 3 minutes of the SECOND half will use a regulation stopped clock if the teams are within 9 points of each other. If one team has a 10-point lead or more during the last 3 minutes, the clock will remain running until their point lead is less than 10 points.

E. Each team will be granted a total of 3 time-outs per game. A charged time-out shall not exceed 1 minute. Charged time-outs shall not be reduced in length unless BOTH teams are ready to play before the time-out is over. During each extra period (over-time) each team is entitled to one extra time-out. Unused time-outs will not transfer to any other game.

F. A player may come and play at any time during the game. They must sign the online waiver before entering the game.

G. Overtime – The first overtime will be played with a two (2) minute regulation clock starting with a jump ball at center court. You will not change baskets. Each additional overtime will be a one (1) minute regulation clock, until there is a winner.

H. Shot Clock – A team has 30 seconds to attempt a field goal from the start of new possession. After gaining possession of the ball, a team must attempt a field goal before the shot clock expires. To constitute a legal field goal attempt, the ball must leave the player's hand prior to the expiration of the shot clock and the ball must make contact with the basket ring. Team possession ends when the ball hits the rim of the offensive team or the opponent gains possession. If a defensive player touches the ball and does not gain possession the shot clock will continue to run. The shot clock will stop on all dead balls.

V. JUMP BALLS AND ALTERNATING POSSESSION

The game and each extra period shall be started by a jump ball in the center circle. To start the second half, the ball shall be put into play by a throw-in under the alternating possession procedure.

A. In all jump ball situations other than the start of the game and each extra period, the teams will alternate taking the ball out-of-bounds for a throw-in. The team not obtaining control of the jump ball will start the alternating possession procedure. Control may also be established by the results of a violation or foul.

VI. FREE THROWS

Free throws will be awarded in the following situations:

A. One free throw will be awarded for a foul against a shooter whose attempt is successful.
B. Two free throws will be awarded for a foul against a shooter whose attempt is unsuccessful or an intentional foul. There will be two free throws and the ball at the half court line, and disqualification of the offender for each flagrant foul.
C. A bonus free throw will be awarded for each common foul (except player control) beginning with a team's seventh foul during the half, provided the first attempt is successful (one and one). Two free throws will be awarded when a team reaches the double bonus. Ten (10) fouls during the half.
D. No free throws will be awarded for each common foul before the bonus is in effect, or when a double foul or a player control foul is committed.

VII. POSTPONED GAMES

A. Teams may not postpone games
B. If a game is postponed due to gym cancellation, the game will be rescheduled, if possible, at the conclusion of the last scheduled game. Always follow the regular league schedule.

VIII. ELIGIBILITY

A. **OPEN LEAGUE:** To be eligible for participation in the open league, a player must sign their team roster. May be male or female and a minimum of 18 years of age by the first scheduled league game.
B. Team managers are responsible for the enforcement of, and the adherence to all eligibility rules.
    a. Teams using ineligible players will be subject to action by the City of Santa Clarita, and matters concerning this should be immediately taken up with the sports coordinator and/or sports supervisor.
    b. A team found to be playing with suspended, illegal, or ineligible players, may forfeit all games in which said player(s) participated.
    c. It is each player's responsibility to fill out the score sheet with players' names and numbers before the start of each game. Players should fill out the score sheet at least 10 minutes prior to the scheduled starting time. Any player who enters the game and is not on the game card will be called for a team technical foul.

IX. PLAYER REGISTRATION AND ROSTER LIMIT

A. The maximum number of players on any roster shall be fifteen. This shall include the manager/coach, if he is a playing manager/coach. **All rosters must be turned in by the second game.** Players can play on only ONE basketball team per league. The maximum number of individual championship awards will be ten.
B. Teams may only add two additional players if their roster has been reduced down to five players due to injury or extenuating circumstances. The players they are replacing will need to be dropped from the original roster. The deadline for adding players will be decided upon by the circumstances involved and at the discretion of the Sports Coordinator or Sports Supervisor.

C. Playoff/Championship Game Eligibility**: Players must actually play in at least two (2) regular season games to be eligible for post season playoffs including championship game.** Forfeits/cancelled games DO NOT count towards games played (for either team). The only exception to this rule will be for a late addition due to a serious injury or unforeseen loss of players. This player must play in at least 1 game prior to playoffs and the injured player/s must be dropped from the roster. Score sheets during the regular season will determine whether or not a player is eligible for the playoffs.

X. DISQUALIFICATION FROM A GAME

A. When an individual is charged with a personal foul and it is his/her fifth foul, or it is flagrant, he/she will be disqualified.

B. **Technical Fouls** - Any player receiving a technical foul for misconduct will be suspended from play for a period of ten (10) minutes. (NOTE: If the technical foul occurs with less than the (10) minutes left in the game, any un-served technical time will be served the next game). Receiving a technical foul for hanging on the rim or a second delay of game will result in two (2) shots and the ball; not a ten (10) minute technical. If the officials feel it is necessary, an individual may be disqualified after his/her first technical foul.

C. PLAYER EJECTION: Any player receiving 3 unsportsmanlike technical fouls (not necessarily in the same game) is automatically on probation for the remainder of the season. Any further unsportsmanlike actions by these players will subject them to immediate suspension from the City Recreation League. Some instances of flagrant unsportsmanlike conduct may result in immediate suspension instead of probation.

XI. SUSPENDED PLAYER, COACH, OR MANAGER

A. Any player ejected from a game because of a second technical or flagrant foul may NOT be permitted to play in his team's next scheduled game. (Depending on the severity of the indiscretion, the player may be suspended longer). The player is not allowed to attend the game from which they are suspended. If the infraction is serious, as ruled by the sports office, the individual will face permanent suspension from the league for one season or longer.

XII. UNIFORMS

A. Team uniforms are defined as shirts of the same solid color front and back. Each shirt must have a different number. **IT IS PREFERABLE TO HAVE REVERSABLE JERSEYS.**

B. A team technical foul will be awarded to the opposite team when a player enters a game with an illegal uniform. Each illegal uniform violation will be penalized only ONE time. Teams will be allowed to have only **ONE** player without a numbered jersey, and that player will be considered #0.